

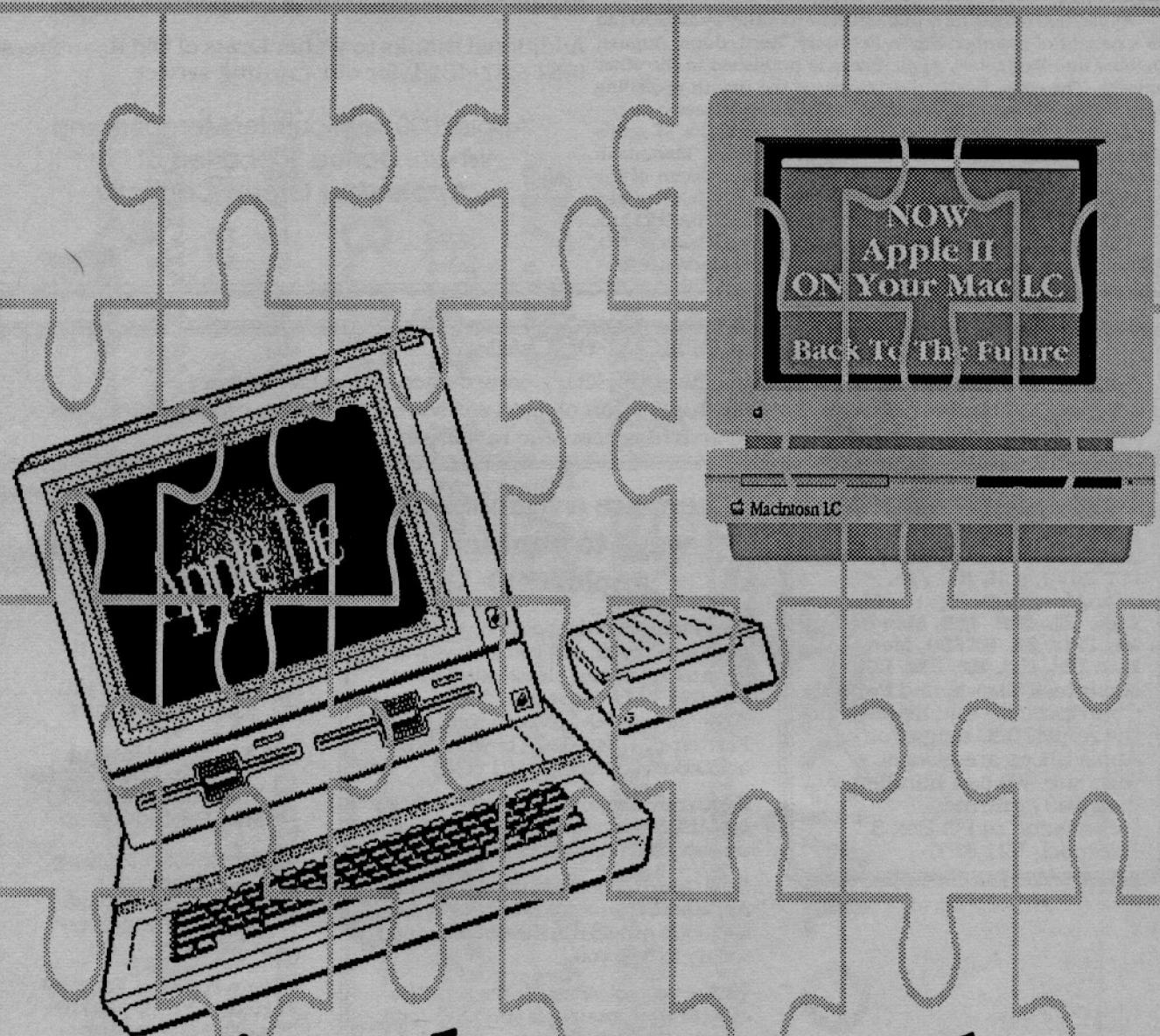
Apple Slices

May 1991



A bi-monthly Newsletter from Apple2000

Issue 23



Apple IIe Card
Now You Can Go
Back To The Future

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This issue was prepared using Aldus PageMaker™ 4.0, Adobe Illustrator, MicroSoft Word™ and Claris MacWrite™.

The Editorial team is:

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Elizabeth Littlewood

Macintosh

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Many thanks to all those who work behind the scenes and who receive no personal credit. These people are the stalwarts of Apple2000.

Additional thanks to Walter Lewis of Old Roan Press (051-227-4818) for our printing service.

Apple2000 are Founder Members and Wholehearted Supporters of the
Apple User Group Council

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Apple2000 supports users of all the Apple computers. The ITT 2020, I, II, II+, //e, //c, //c+, IIgs, IIgs+, //i, Lisa, XL, Mac 128, Mac 512, MacPlus, SE, SE/30, Mac II, IIcx, IIci, IIsi, IIx, IIfx, LC, Macintosh Classic and Portable Contributions and articles for the Apple2000 magazine or Apple Slices are always welcome. We can handle any disk size or format. Please send to PO Box 3, Liverpool, L21 8PY.

There are a number of ways to contact Apple2000

If you wish to order goods or services from Apple2000, or if you just wish to leave us a message, please call Irene on 051-928-4142 (Ansafone during the day). Alternatively, you can send us a Fax. on 051-949-0307; or write to us at PO Box 3, Liverpool, L21 8PY.

If you use comms, you can leave orders on TABBS (addressed to the SYSOP), or contact us on AppleLink (BASUG.1).

If you are experiencing problems with Apple hardware or software Dave Ward and John Arnold run the Hotlines and will try to help you.

We are very interested in the activities of local user groups. If you have any information which you would like publicised, John Lee would like to hear from you.

We reserve the right to publish, without prejudice, any advice or comments given to members as a result of letters received, in the journals of Apple2000.

A little praise for a few of our authors wouldn't go amiss. Send all comments and contributions via the PO box. We'd be especially interested to receive any suggestions about what you would like to see in your magazines and newsletters.

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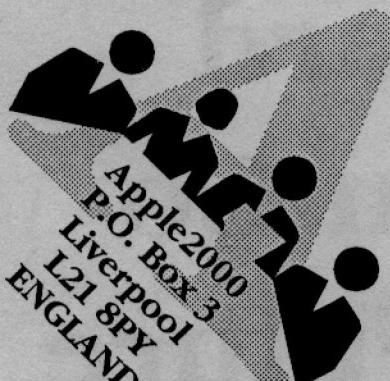
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Apple2000 1991 AGM

The 1991 Apple2000 Annual General Meeting was held in London on the 13th of April. Attendance was not as good as we had hoped with a London venue, but an interesting day was had by all those who managed to venture forth.

The new committee for the coming year comprises, Ewen Wannop (Chairman), Irene Flaxman (Treasurer), Norah Arnold (Secretary) and Elizabeth LittleWood, John Arnold and John Lee as committee members. Mike Dawson has agreed to help with the committee and will be co-opted as Press Officer.

The grand draw for the Macintosh Classic was held during the AGM and the lucky winner was Ronald Rushton from Berkhamstead. Ronald is semi-retired and has been using a //e until now. He was thrilled to receive the Classic having been an Apple2000 member for many years.

In the afternoon a 'Bring and Buy' sale was held. There were lots of bargains from those members who had raided their goodies boxes, and also many bargains from ClockTower, Chameleon, ESCO and Bidmuthin.

We thank all those who helped make the AGM a success. The full minutes of the AGM will be printed in the June issue of Apple2000.

System 7.0 Launched

Dateline Sometime 1991

Apple2000 has been caught out by a quirk of time. We have to get the editorial copy for Slices to the printer some time before you actually receive your printed copy. By the time you read this we confidently expect that System 7.0 will be with us at last. But in the long tradition of Apple, they will not of course tell us whether they will or will not release it till the actual launch date!

It is expected that System 7.0 will cost around £35-£50. System 7.0 will not be given away by your friendly dealer as is usual with new system releases. The reasoning behind this is that with many new and innovative features, it will be necessary to have the manuals in order to properly install and use the new system. This of course means that the disks and the manuals must be bundled together and sold through the normal dealer network rather than given away. Hypercard 2.0 is sold in a similar way.

Before you decide whether to install System 7.0 or not we suggest you bear the following points in mind. Even at Apple2000 headquarters we do not know all the many pitfalls that might ensue. We shall be in a learning curve as will the rest of the membership. We shall coordinate the learning process through the Macintosh Hotline and the magazine. There is no doubt that it is an important milestone in Macintosh history, but it will take time till we are all comfortable with it.

If you only have 1 megabyte of memory in your Mac you must stay with 6.0.4 through 6.0.7. For those with only 2 megabytes you may find even that is insufficient to run the system fully. After all System 7.0 only comes into its own under its own version of

MultiFinder.

System 7.0 principally uses TrueType fonts. These are not directly compatible with Postscript. We expect that the system will be transparent to existing Postscript fonts but this is still to be clarified.

Those of you using a network of two or more Macintoshes will be able to throw away your TOPS and AppleShare. System 7.0 has its own built in networking capability.

In due course we shall be able to bring you more information on the new system. Remember that you must backup your existing hard disk before you even look at the new System disks and there will be many incompatibilities with existing software. All the major publishers have been working on new releases that will be compatible with System 7.0. We expect a rash of updates any day now!

Apple Ships Apple IIe Card for the Macintosh LC

CUPERTINO, California—April 2, 1991—One of the world's largest collections of personal computer software is now available to owners of the new Apple Macintosh LC personal computer who purchase the Apple IIe Card announced in October 1990. Apple Computer, Inc. began accepting orders for the optional card on February 25, 1990, and will begin shipping orders by the end of March 1991. The Apple II card has a suggested retail price of \$199.

"The Apple IIe Card is especially good news for customers who already have a large investment in Apple IIe and Apple IIC software," said Bob Puette, president of Apple USA. "It also gives greater freedom of choice to new computer owners who want to enjoy the benefits of Macintosh-style computing and still be able to choose from the huge library of Apple II programs already written for education, home and business."

The Apple IIe Card takes full advantage of the Macintosh LC computer's peripherals, including the monitor, keyboard, floppy drive and mouse. The new card comes with 128K random access memory (RAM) and can use up to 1MB of the Macintosh LC personal computer's RAM. The card also features a floppy disk drive controller and connector ports, allowing customers to connect to a 5.25-inch floppy disk drive and an Apple joystick.

"Because the card contains a 65C02 microprocessor, this is virtually an Apple IIe 'computer on a card.' It gives a high level of compatibility with existing Apple IIe programs and in most cases actually runs them with a speed, clarity of color and resolution that are even better than what they'd be on a stand-alone Apple II computer," said Puette.

Apple created the Apple IIe Card as an option for the processor direct slot on the Macintosh LC computer to address the special needs of schools and other customers with an investment in Apple II technology and software. The card is shipping according to the schedule promised at the October 15 introduction of the low cost Macintosh products.

□ The IIe card will NOT run Apple IIgs software! Ed.



Apple Makes Macintosh Programming Easier

CUPERTINO, California—April 15, 1991—Apple Computer, Inc.'s Developer Group today announced the availability of the "Developer Resource Kit" and "Getting Started" bundles, cost-effective packages of self-help development support tools for people new to Macintosh computer programming. Also announced today was the availability of AppleLink, Apple's online information and communication network, to any Apple development customer. These new self-support products are made available from Apple through APDA (Apple Programmers and Developers Association).

"These new tool bundles are a complete collection of Macintosh technical resources for both new and existing Macintosh developers," said Kirk Loevner, director of the Apple Developer Group. "These bundles demonstrate Apple's continued commitment to assisting developers in their initial and ongoing programming efforts."

"Developer Resource Kit"

The Developer Resource Kit provides a complete bundle of the most valuable self-support tools from Apple's library of development resources. Developers new to Apple programming, or any developer desiring up-to-date Apple development information and a connection to the Apple community, will find the resources they need to help keep them referenced and informed. The Developer Resource Kit includes such items as AppleLink, subscriptions to develop, Apple's quarterly technical journal, and APDAlog, a quarterly product catalog, as well as coupons for free offers or discounts on future development product purchases. The individual resource tools contained in this kit provide developers a convenient and cost-effective bundle.

"Getting Started" in Macintosh Programming

For a limited time, C and Pascal programmers getting started in Macintosh computer programming can purchase specially priced third-party language and documentation bundles. For the C programmer, Apple offers Getting Started in Macintosh C Programming, a package containing THINK C v. 4.0, as well as four volumes of technical documentation. For the Pascal programmer, Apple has developed Getting Started in Macintosh Pascal Programming, which includes THINK Pascal v. 3.0, Just Enough Pascal and three volumes of technical documentation. THINK C and THINK Pascal from Symantec Corporation have been the popular choice for thousands of development customers getting started in Macintosh programming. Both Getting Started bundles are available through August 1, 1991.

AppleLink

For the first time, Apple developers and programmers can now subscribe to AppleLink through APDA. AppleLink provides a direct connection to the Apple community and access to technical and marketing information. Special bulletin boards offer access to

development information and the opportunity to exchange ideas with other developers. AppleLink is currently available to U.S. developers only as a stand-alone product, or as part of the Developer Resource Kit.

Availability and Distribution

The Developer Resource Kit, the Getting Started bundles, and AppleLink are all available immediately from Apple through APDA. In the U.S., interested developers should call (800) 282-2732. In Canada, call (800) 637-0029. International developers, call (408) 562-3910.

Contents and Pricing

Developer Resource Kit:

- Annual subscription to develop, Apple's quarterly technical journal and CD
- Annual subscription to APDAlog, Apple's development products catalog
- Developer University course catalog
- Macintosh Directory of Development Services
- Developer Resource Guide
- Coupons for free offers or discounts on future development product purchases

Without AppleLink (Outside U.S.)

\$110 Part #R0015ZP/A

Getting Started Bundles:

Macintosh C Programming

\$250 Part #B0473LL/A

- THINK C v.4.0 (Symantec Corporation)
- Macintosh C Programming Primer; Volumes 1-2, by Dave Mark and Cartwright Reed (Addison-Wesley-Publishing Company)
- Human Interface Guidelines, by Apple Computer, Inc. (Addison-Wesley)
- Macintosh Programming Secrets, by Scott Knaster (Addison-Wesley)

Macintosh Pascal Programming

\$275 Part #B0472LL/A

- THINK Pascal v. 3.0 (Symantec)
- Just Enough Pascal (Symantec)
- Macintosh Pascal Programming Primer; Volume 1, by Dave Mark and Cartwright Reed (Addison-Wesley)
- Human Interface Guidelines, by Apple Computer, Inc. (Addison-Wesley)
- Macintosh Programming Secrets, by Scott Knaster (Addison-Wesley)

NOTE: AppleLink must be joined through Apple UK from this country. Connect charges are billed separately based on usage.

Aldus Ships PageMaker 4.01

SEATTLE, April 1, 1991 Aldus Corporation today announced shipment of Aldus PageMaker 4.01 for the Macintosh, an update featuring a variety of improvements designed to optimize PageMaker's power and performance as well as address certain



problems found in PageMaker version 4.0.

Improvements to PageMaker 4.0 considerably increase the speed with which the product redraws the screen after closing certain dialog boxes. And enhancements to the way the program loads fonts make the application launch more quickly. This will be more noticeable on systems where 100 or more fonts are installed.

"PageMaker's new capabilities make the product even more powerful," said Mark Craemer, PageMaker product manager. "For example, version 4.01 places text files up to 35 percent faster because PageMaker no longer counts each character it imports."

In addition to the performance gains, PageMaker 4.01 has several new features and enhancements. They include automatic page renumbering across publication files linked as books, an option to condense documents each time they are saved, and the ability to include names in an index automatically.

Introduced in February for the Windows version of PageMaker 4.0, those and other improvements are now available to Macintosh users through this update. PageMaker 4.01 also resolves some anomalies found in version 4.0, such as problems associated with "Bad Table Index" error messages and the "Knockouts" printing option, and PageMaker's tendency to create temporary files on the hard disk when run with Adobe Type Reunion. Further refinements have improved compatibility with Aldus FreeHand 3.0 and the forthcoming Aldus PrePrint 1.5.

Availability

Version 4.01 is being mailed free of charge to all registered owners of PageMaker 4.0 for the Macintosh within two to three weeks. Until the updated disks become part of the shipping product, customers who purchase PageMaker also will receive the free update once they register their software. Documentation for the update is in the form of on-disk release notes. Users can print and read this file for complete information on the enhancements and new features.



Aldus Ships FreeHand 3.0

SEATTLE, March 6, 1991--Aldus Corporation today announced shipment of Aldus FreeHand 3.0, a major new release of its advanced design and illustration program for the Macintosh.

"Aldus FreeHand 3.0 is simply the best design and illustration tool for graphic arts professionals," said Mary Hausladen, Aldus FreeHand product manager. "Customer response to demonstrations of version 3.0 has been very positive, especially to new features that make it more powerful and even easier to use." New features include movable on-screen palettes that list the line and fill colors, graphic styles, and layers that artists and designers use when creating an illustration. "Colors" makes color swatches easily accessible. "Styles" lets users combine colors, lines, fills, and halftone-screen effects to create a specific graphic style that can then be applied to other illustrations again and again. And the "Layers" palette organizes the elements of an illustration to

simplify the working process, help the artist focus on or proof parts of an illustration, and improve screen redraw times.

Aldus FreeHand's text controls have been enhanced, too. Users can convert characters to editable outlines, automatically position text around the top and bottom of an ellipse, and create vertical text. And special effects, including zoom, shadow, and outline text, are now displayed as WYSIWYG ("what you see is what you get").

Performance has been substantially improved. The program now has "flicker-free" drawing, and it moves faster and offers more precision than before. Screen redraw times are up to five times faster than those in version 2.02. Images print significantly faster, and more reliably. Users can now accurately place, scale, and print objects to 1/10,000 of a PostScript point. They also gain more control over alignment, through a new snap-to-point feature and on-screen layout grids. Aldus FreeHand 3.0's time-saving features include the ability to create transparent holes in objects with one command, and to reblend elements and colors automatically. "Preview" mode shows every element in full color; "Keyline" shows just an outline of the elements for faster screen redraw. And creative experimentation is as easy as ever with "Undo" and "Redo" commands for up to 99 previous steps.

For completing production, Aldus FreeHand has a built-in color separator to produce output for full process-color separations for all parts of an illustration, including imported 32-bit color TIFF images. Users can choose industry-standard PANTONE* Colors for process and spot colors and tinting. They can also create a library of custom colors so they don't have to re-create existing color schemes.

System configuration

The recommended system configuration for Aldus FreeHand 3.0 is a Macintosh SE/30, Macintosh Portable, LC, or Macintosh II series computer; a hard disk; and 4MB of RAM. The minimum configuration is a Macintosh Plus, SE, or Classic, a hard disk, and 2MB of RAM. Aldus FreeHand supports PostScript-language and QuickDraw-compatible output devices for the Macintosh.

Pricing and availability

Aldus FreeHand 3.0 is available in the U.S. and Canada from Aldus dealers for a suggested retail price of \$595 (U.S.). The International English version will be available later this month. Other European-language versions will be released in the second quarter. Registered owners of any earlier version can upgrade for \$150 by calling Aldus Customer Relations at (206) 628-2320. Greater discounts apply for customers who have a CustomerFirst service contract with Aldus. Registered owners who purchased Aldus FreeHand after January 1, 1991, can upgrade to version 3.0 for \$50 with proof of purchase.

NOTE:

Registered users of FreeHand in the UK have already been notified about the UK upgrade. **Ed.**

Metamorphosis 2.0

RICHARDSON, TEXAS - Friday, March 8, 1991 - Altsys Corporation today announced that Metamorphosis Professional version 2.0 will include the ability to convert Apple Macintosh PostScript language and TrueType fonts into PICT outlines for use in drawing software programs. Additionally, Macintosh users can convert their PostScript fonts into TrueType and PC PostScript (for Macintosh or IBM-compatible PCs) and vice-versa. The TrueType fonts that Metamorphosis Professional produces are automatically drawn and hinted using the full capabilities of the TrueType format.

Metamorphosis Professional (known as Meta Pro) is a type conversion utility which creates editable outlines and other computer font formats from existing fonts.

"With Meta Pro's new ability to convert to PICT format, everyone can edit their font outlines in their drawing program of choice," says Peter Mason, Meta Pro's Product Development Manager. "Users of programs like MacDraw and Canvas can now take advantage of the same creative freedom that previously was only available for high end PostScript drawing programs - whether it be to edit actual character outlines, generate text greater than 127 points, or fill and stroke their fonts."

Metamorphosis Professional locates the selected font files, retrieves the outlines, and generates the typefaces in the formats of choice. With a completely new user interface, Meta Pro now provides font conversion in two convenient modes:

The Convert Text mode allows Meta Pro users to convert typed in characters or an entire character set into editable outlines for use in PICT or EPS formats. Meta Pro automatically applies the font's kerning information to the outlines it produces. Either PostScript (Type 1 or Type 3) or TrueType fonts may be used for text conversion.

PICT: Metamorphosis Professional generates PICT files or PICT outlines to the clipboard. These character outlines may then be used in any program which has the ability to read and edit PICTs, such as MacDraw, MacDraw II, Canvas, DeskDraw, MacDraft, Aldus FreeHand, and others.

EPS: Meta Pro generates an Adobe Illustrator 1.1 EPS (encapsulated PostScript) file which can then be read and edited in any PostScript drawing program, such as Aldus FreeHand and Adobe Illustrator.

The Convert Fonts mode allows Metamorphosis Professional users to convert existing fonts into the different typeface and graphic formats. These conversions can be done singly or as a batch process.

Type 1 PostScript: Meta Pro generates automatically hinted Type 1 PostScript fonts, AFM (Adobe Font Metrics) files, and other appropriate font files for: * The Macintosh (Adobe Type Manager compatible) * IBM-compatible PCs, running Adobe Type Manager under Windows 3.0 * NeXT computers

Type 3 PostScript: Meta Pro generates Type 3 PostScript fonts and AFM files for: * The Macintosh

* IBM-compatible PCs

TrueType: Meta Pro generates automatically hinted TrueType fonts for: * The Macintosh, running TrueType * IBM-compatible PCs, running TrueType under Windows 3.0

PICT: Meta Pro generates PICT files which can then be used in any Macintosh application which has the ability to read and edit PICTs. For a list of PICT editing programs, please see the listing under Convert Text.

EPS: Meta Pro generates Adobe Illustrator 1.1-style encapsulated PostScript format files which can then be used in any Macintosh application which has the ability to read and edit EPS. For a list of PostScript drawing programs, see the listing under Convert Text.

Fontographer File: Meta Pro generates font databases which can then be used and edited in Altsys' program Fontographer. While Fontographer is also able to convert most PostScript typefaces directly from their font files, Meta Pro can convert TrueType, fonts that exist only in printers' ROMs, and any idiosyncratic fonts which Fontographer may not recognize.

Meta Pro includes the option to convert PostScript fonts directly from the user's computer, as well as from most Adobe PostScript printers where fonts may be installed. This means that no matter where the selected PostScript typefaces are located - on a computer hard disk, on a floppy disk, on a server, on an Adobe PostScript printer hard disk, or burned into printer ROMs - Meta Pro can convert them all. While an Adobe PostScript printer is not necessary for most font conversions, users may find this feature beneficial for converting an entire library of PostScript fonts to PICT or TrueType.

"In addition to the PICT outlines, people have come to us asking whether they will have any fonts to use when TrueType comes out now with Meta Pro, that's no longer a concern," says Peter Mason. "Meta Pro lets Macintosh users easily - and economically - convert all their existing typefaces into high quality TrueType."

Metamorphosis Professional version 2.0 will be available in late March 1991 and has a suggested retail price of \$149.00. It is available as an upgrade to registered owners of Metamorphosis for \$45.00. Metamorphosis programs purchased after March 1, 1991 will be upgraded at no charge. Metamorphosis Professional works on the Apple Macintosh Plus (or higher) computer with at least 1 Megabyte of RAM.

A free desk accessory version of Meta Pro's text conversion mode will be available to purchasers of both new units and upgrades.

Special Note:

Using Metamorphosis, owners or licensees of commercial fonts may convert any font which they own for their personal use. Since it has been determined that PostScript language fonts can be copyrightable intellectual properties, it is illegal to convert a typeface with Metamorphosis Professional in order to sell, redistribute, or license those generated files whether as outlines or as fonts.



Letter Box

Pagham
West Sussex

Dear Apple2000,

I am writing on behalf of my Brother who wants any information on music related products by Greengate Synth Company such as keyboards, interfaces, software and sampling microphones. The system which he has seen advertised several years ago ran on an Apple II/e. He has an Apple II/c and wants to know if they do/did an interface for it. If the products are not manufactured any more please give information about where they could be obtained (from other Apple2000 members?) or whether there is a similar system currently available.

Jonathan Shippman

□ Greengate Productions died horribly over 3 years ago, which is why I now work at Apple Computer UK! The products you refer to were boards that plugged into the expansion slots in Apple II's. One board was a sound sampler, called the DS:3, that could record real sounds and then play them back, four voices at a time. The playing was done by either hitting keys on the Apple II keyboard or by using a keyboard connected to the sampler card. Sound was taken in and out of the board through an external jack box, at line level. A microphone needed to be pre-amplified before going to this box. The output was on four jack sockets so that the musician could have complete control of the levels of each sound. Alternately the output could be switched to mono.

An optional MIDI card worked alongside the DS:3. This would allow playing of the sound from a MIDI keyboard or sequencer. The board also had VCA's on it, so that the sound became touch sensitive, assuming your MIDI device sent this information.

On the software side, the board came with software to control sampling and trimming of the sound, a loop create program for setting up sounds that could play forever (or until you let go of the key, whichever came first!), a sequencer program and various utilities, including keyboard splitting and sequence building applications.

The cards abilities don't compare well with today's samplers. It was doing 4-voice playback, with 8-bit sampling, usually at 30KHz, whereas typically samplers today are at least 8-voice and 12-bit sampling. At the time though the only other device for the Apple II had an unpronounceable name and could only do lower frequency sampling and only 1 voice playback. There are other dodges too, with cheaper samplers they achieve different pitches by

skipping samples, the higher the pitch of playback the higher the distortion in the sound, whereas the DS:3 played back every sample. The DS:3 sound is still somewhat better than the most powerful Macintosh built in sound.

The bad news for your brother, and for IIgs owners, is that the boards would only work with Apple II plus/Europlus or the Apple IIe. The Apple IIc doesn't have the slots for the boards and the timing on the IIgs is quite different to the earlier machines, causing many boards designed for the earlier II's to fail.

Many adverts appear in the music press for DS:3 and DS:4 systems (the DS:4 was an external box that we did that plays 8 voice, 16 bit sounds, MIDI in/out/thru, SMPTE in and out, all controlled by an Apple IIe or IIgs) being sold privately. The prices asked for are low enough, even if the system has a IIe and disk drives thrown in, for the DS:3 to make it worth considering buying one. The DS:4 systems are a lot more expensive, but then it was and still is the best sound sampler ever (I'm slightly biased).

There are a number of Apple2000 members who own Greengate products, and there are occasional adverts in music magazines for DS:3 user groups. If anyone owns a DS:3 or DS:4 and wants a copy of the latest software that we did (some of the DS:4 software has been improved since the death of the company) then write to:-

□ John Molloy, Auskerry, Hill Terrace, Audley, Staffs ST7 8DD.

Colin Holgate

Dartford
Kent

Dear Ewen,

I wish to be able to improve my word processing and printing by either adding new software or by purchasing some hardware/software to enable me to make copies of IBM programs.

I have the following system:

Apple Macintosh Plus computer with Rodime 45 plus hard disk and external drive 3.5. I print with a Hewlett Packard LaserJet IIp or ImageWriter II.

I use the MacWrite II word processing software with Adobe Type Manager. The Laser printer has been upgraded by one megabyte.

I would like to stress that I am not technically minded and rely on my neighbour to assist with technical jargon etc.

I have a Cairo font and a Mobile font capability which gives me some artwork assistance but I would like to increase these to include such items as a pair of scissors and tennis/squash rackets, animals, etc. etc. Can you advise?

My neighbour has many such fonts but we do not know what we require to transfer his TIF files and a programme to read MS/DOS and IBM PC disks. Any advice or contacts you can supply will be much appreciated.

Ian Wright

□ I had better explain first how fonts work on the Macintosh first, and especially how outline fonts work with Adobe Type Manager. This will help clarify

how you can and cannot work with various types of fonts.

The Macintosh uses screen fonts to display on screen. These fonts are drawn at a specific size, and are then clustered together into a suitcase file. This is then installed into your system file or mounted using a program like Suitcase. It is usual to have these fonts drawn at 9, 10, 12 and 18 points. If you specify a size outside these standard sizes, the Macintosh will construct a font from the information within the fixed sizes. This means that if you specify a size much larger than already exists, the font will look and print (on the ImageWriter) very jagged.

True outline (Postscript) printing fonts come as a pair. A suitcase containing the screen font and the outline font which is used for the actual printing to Postscript devices. You see the screen font and when you go to print, the outline font is downloaded to the Postscript printer and used to draw the actual printing font. For this reason these printers print a perfect typeface at any size despite it looking jagged on the screen.

Adobe Type Manager simply throws away the screen font and constructs its own screen fonts from the outline font in the System folder. A clean display is given on screen at any size with fonts that ATM can handle. Older Monotype fonts for instance will not work this way and will still look jagged.

The advantage of ATM is that it will give better looking printing fonts on the ImageWriter at any size because it will use the outline font to draw the image rather than using the screen font as you would normally get without ATM.

If your friend has outline Postscript fonts on an IBM computer, it is unlikely he also has the correct Macintosh screen font suitcases. Without a matching suitcase a printing font would not pair up correctly and that font would not print. When you buy a font, you buy the rights to use that font on a single printer. It is therefore illegal to copy fonts from your friends IBM and use them elsewhere.

Your second question linked to this is how you copy from MS-DOS disks. Although you can copy anything from the MS-DOS environment to the Mac, only files that can be used within the Mac system will be of any use. TIFF files should transfer correctly if they are true TIFF files. Text or word-processing files will also transfer and can be used. Application programs of course will not. The normal way to transfer files is to use the Apple File Exchange program included with every System disk set. This will transfer from 3.5 inch MS-DOS disks to the Mac directly. An easier way is to get hold of a copy of PC-Access. This commercial program allows the Mac to see MS-DOS disks without the need of File Exchange.

If the MS-DOS disks are 5.25 inch disks then you will need to hard wire the serial modem port on the Mac to a serial port on the MS-DOS machine and use a communications program each end to transfer the files across. This is a much more complicated way of course to achieve the same end. On a Mac II it is possible to fit an Apple PC drive that can read the disks directly.

Finally, Zapf Dingbats is a font that includes scissors. Animals and tennis rackets are not on any font that I know. You would have two ways of dealing

with this. You could construct your own outline font using a program like Fontographer or FontStudio, or a screen font using one of the programs on Disk 018 in the Macintosh library. These could then be used like any other font. Another approach is to use an object drawing program like FreeHand, Illustrator or the object drawing capability of SuperPaint and then insert the subsequent graphic wherever you wanted the image to appear.

Ewen Wannop



South Croydon
Surrey

Dear Apple 2000

Thanks to the Boffin for the advice and help to the queries I had last year. Unfortunately I have trouble with another program off of the Apple Xtras Disks. I get an error when unpacking the APTZAP.SYSTEM program on the Apple Xtras 2 disk. Could you suggest a remedy or recopy that program for me when you return this disk. I have tried to copy the archive version on to a subdirectory of this disk, but I got an error when doing that too.

I want to archive some old programs that I do not use any more, but do not want to delete. When using the New Shrinkit Utility I get an error message (ProDOS ERROR \$49), please can you suggest what may be causing this. What is the best book to buy for ProDOS information such as error messages etc.

For some time I have thought that if I had a Z80 card in my Apple //e, I would have IBM compatibility. Last month I obtained a second hand Z80 card without a manual or associated software, so I bought from you (Apple 2000) a CP/M 2.23 Systems Master disk and C001 disk from the CP/M P.D.-Library. Alas, I am having difficulties. How do I format a data disk to use on CP/M System and how can I run, if at all, an IBM compatible disk (I have one of those disks you get with P.C. Magazine). Can you also recommend a book about CP/M that would be of use to me.

Richard Shipley

□ I have examined the APTZAP.SHK file you returned and it is indeed faulty. As requested you have a fresh copy on the return disk.

The error you get when you have tried to archive programs is the VOLUME DIRECTORY FULL error. The top directory of any disk can only hold 51 files. Subdirectories can hold any number of files. Try archiving to a fresh disk or a subdirectory. Books on ProDOS can come expensive. I have printed the ProDOS and GS/OS error codes on the next page. If you want to know more about the workings of ProDOS I would suggest getting hold of a copy of 'Beneath Apple ProDOS' by Don Worth and Pieter Lechner.

You have been badly misled about CP/M and the Z80 card. MSDOS was modelled on CP/M but is in no way compatible with it. You cannot run MSDOS or IBM software on the Z80 under CP/M. Only CP/M programs can be run on the disk that come with PC Magazine are MSDOS and cannot be used. The format of the disks is not even compatible with the Apple let alone the programs.

To format a fresh disk under CP/M on an Apple Z80 card you must run the FORMAT program on the system disk by the following command:

FORMAT d:

where 'd:' is the drive to format. The first of your two drives will be seen as drive 'a:' and the second 'b:'. If you have any more they will be numbered 'c:', 'd:' etc.

To run programs under CP/M you just type the name of the program at the prompt. In general only programs with the suffix .COM will run.

Books on CP/M must be in short supply these days. I cannot think of one offhand that would suit the bill, but you could try contacting Bidmuthin or MGA. I am sure one of those two would have something in their basement.

The Boffin

Apple /// Help Wanted

We have had a request from Mike Day to help him with an Apple ///. Whatever he tries to do he gets the message 'Kernel Not Found'. He was at a loss to know what to do next.

The Apple /// has become such a specialist area these days that we do not have the information to help him directly. I seem to remember at least two members who have these machines but have forgotten who they are. Could they please identify themselves if they would be willing to be added to our list of experts. This way we can direct any questions on the Apple /// without delay.

My own researches show that the Apple /// SOS disk is formatted almost in exactly the same way as a ProDOS disk. Block 1 which is normally empty on a ProDOS disk contains some boot code that searches for a file called SOS.KERNEL. This will be the equivalent of PRODOS on a ProDOS disk. Without this file the disk will not of course boot. This seems to be Mike's problem.

SOS was the forerunner of ProDOS. Although the disk structure is similar there are no subdirectories and the filetypes are different. The Apple /// was conceived of as a business machine. It had an 80 column display as standard and 128k of memory. The architecture of the machine was not the same as the Apple II so normal Apple II programs require a special boot disk to enable them to work. However the Apple /// has the same set of slots as the II but with more head room inside the machine allowed taller cards to be fitted. The interrupt line is non-standard and so many comms programs just will not work even in emulation mode.

The thing that most people notice first about the Apple /// is its sheer weight. The main body of the computer is constructed from a metal casting. Extremely robust but clumsy to move around.

We do not have a copy of the Apple /// master disks to place in our Masters library. If anybody can help with these we would be grateful. We would require either the original disks or a clean copy of them. We will of course return the disks when we have made our own copies.

Meanwhile if anyone can help Mike Day directly please phone him on 0481-726168.

Ewen Wannop

ProDOS and GS/OS Error Codes

\$01 OS	bad call number / dispatcher toolset not found
\$02	function not found
\$04 OS	bad parameter count
\$07 GS/OS	is busy
\$10 GS/OS	device not found
\$11 GS/OS	bad device number request
\$20 GS/OS	invalid request
\$21 GS/OS	invalid control or status code
\$22 GS/OS	bad call parameter
\$23 GS/OS	character device not open
\$24 GS/OS	character device already open
\$25 OS	interrupt table full
\$26 GS/OS	resources not available
\$27 OS	I/O error
\$28 OS	no device connected
\$29 GS/OS	driver is busy
\$2B OS	disk write protected
\$2C GS/OS	invalid byte count
\$2D GS/OS	invalid block address
\$2E OS	disk switched
\$2F OS	no disk
\$40 OS	bad pathname
\$42 OS	max number of files already open
\$43 OS	bad file reference number
\$44 OS	directory not found
\$45 OS	volume not found
\$46 OS	file not found
\$47 OS	duplicate filename
\$48 OS	volume full
\$49 OS	volume directory full
\$4A OS	incompatible file format
\$4B OS	unsupported storage type
\$4C OS	end of file encountered
\$4D OS	position out of range
\$4E OS	access not allowed
\$4F GS/OS	buffer too small
\$50 OS	file is open
\$51 OS	directory damaged
\$52 OS	unknown volume type
\$53 OS	parameter out of range
\$54 GS/OS	out of memory
\$55 P8	volume control block table full
\$56 P8	bad buffer address
\$57 OS	duplicate volume name
\$5A OS	bad bitmap address (block # too large)
\$5B GS/OS	invalid pathnames for ChangePath
\$5C GS/OS	not an executable file
\$5D GS/OS	Operating System not supported
\$5F GS/OS	too many applications on stack
\$60 GS/OS	data unavailable
\$61 GS/OS	end of directory
\$62 GS/OS	invalid FST call class
\$63 GS/OS	file doesn't have a resource fork
\$64 GS/OS	invalidFSTID
\$65 GS/OS	invalid FST operation
\$67 GS/OS	devNameErr
\$70 GS/OS	resExistsErr



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